//COSC3011  
//Shin Yamagami  
//Spring 2019  
//Project01  
//MenuButtons.docx  
//Feb 19th, 2019  
  
  
  
Inside of the game window class  
  
 MenuPanel as private method with a JPanel object  
  
 layouts for the MenuPanel  
  
   
 Create JButton objects for New Game, Reset, and Quit  
  
 layouts for the JButton objects  
  
 Add the JButton objects  
  
  
  
 MethodsForButtons  
  
 NewGame  
 Clear Panels on the main board if any  
 Reset the tiles on the sides  
 Go back to the beginning  
  
 Reset  
 Take the panels on the main board and replace them  
 in their starting position  
  
 Quit  
 End the game